```
Unit
+ killed
zapped
+ ucref
 sound
+ name
+ filename
+ old_state
+ damages
+ SubUnits
+ mounts
and 53 more...
# csvRow
# networked
# serial
# net_accel
         preference
# attack_
# unit role
# nebula
# shieldtight
# fuel
# afterburnenergy
and 13 more...
+ Unit()
+ Kill()
+ Killed()
+ Ref()
+ UnRef()
+ Unit()
+ Unit()
+ Unit()
+ Unit()
+ Init()
and 304 more...
+ ProcessDeleteQueue()
+ beginElement()
+ endElement()
+ makeMasterPartList()
# Unit()
# operator=()
# ExplosionRadius()
# ActivateGuns()
# MaxShieldVal()
# RegenShields()
# DealDamageToShield()
# ShieldUp()
# SortCargo()
# massSerializer()
# cargoSerializer()
# mountSerializer()
# shieldSerializer()
# subunitSerializer()
         Nebula
  # color
  # Density
  # fognear
  # fogfar
  # index
  # explosiontime
  # fogmode
  # fogme
  # lastfadein
  # fadeinvalue
  + InitNebula()
  + getFade()
+ PutInsideCam()
+ isUnit()
  + reactToCollision()
+ UpdatePhysics2()
+ SetFogState()
  # LoadXML()
  # beginElem()
  # Nebula()
  # Nebula(
  # Nebula()
  # beginElement()
            Δ
  GameUnit< Nebula >
+ sparkle accum
+ phalos
+ GameUnit()
+ GameUnit()
+ GameUnit()
+ ~GameUnit()
+ nummesh()
+ GetImageInformation()
  RequestClearance()
+ UpgradeInterface()
+ Cloak()
+ Split()
and 23 more...
      GameNebula
  + UpdatePhysics2()
  + SetFogState()
  + PutInsideCam()
  # GameNebula()
```